

# How To Play

For Apple IIe, IIc, or II+  
with 64K



# Astro-Grover

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## To Set Up Your Computer

1. Insert the program disk into the disk drive and close the drive door.
2. Turn on your monitor.
3. NOW TURN ON YOUR COMPUTER.

The program will self boot and the title screen will appear.

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## Object Of The Activity

Count, add and subtract the Zips from Planet Zap while helping GROVER welcome them to Earth.

## How to Play

These are the keys you use in playing the activity. Keep the How To Play Card handy for quick reference during play.

MENU / LEVEL

SPACE  
BAR

Press this key to select a game level. Continue pressing this key until Grover is pointing to the game level you want, then press the PLAY key. Also use this key to return to the menu during game play.

PLAY / CLEAR

RETURN

Press this key to start the game. Also press this key when playing to clear the screen and start another game at the same level.

UP BEAM



\*Press this key on Level 1 to start the game and on Level 2 to send up a beam and find the right number of Zips.

DOWN BEAM



\*Press this key on Level 2 to make a match and catch those Zips.

NUM-  
BER  
KEYS

Use the Number Keys (1 - 9) on your keyboard to count, add and subtract Zips.

PAUSE

ESC

Press this key to pause a game in progress. Press it again to resume play.

\*Note: If your keyboard does not have up and down arrow keys, use the **[A]** key for the UP Beam key and the **[Z]** key for the DOWN Beam key.